
Subject: Re: U++ logging refactored

Posted by [dolik.rce](#) on Fri, 06 Jul 2012 17:19:58 GMT

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Hi Mirek,

I think there is a bug in the refactored logging - or maybe it is a feature The logging is now not

"atomic", e.g.:bool fn(){

LOG("fn called");

return true;

}

GUI_APP_MAIN{

DUMP(fn());

};

producesfn() = fn called

true

That is IMHO wrong behavior.

Best regards,

Honza
